

IN THE CLAIMS

1. (currently amended) A recording medium storing a program for causing a character object displayed on a screen to perform a predetermined action ~~with~~based on an output from ~~an operating a user-operated~~ device having a plurality of operating portions, said program being operable to cause a processing system to perform steps, comprising:

detecting ~~the an~~ output from a particular one of ~~the~~said plurality of operating portions of said user-operated device, said particular one being operable to cause a character object to actively overcome at least one type of obstacle object on said screen; and

A1 in the event ~~the~~said character object encounters an ~~obstacle object~~ said at least one type of obstacle object on thesaid screen, ~~the obstacle object~~ said at least one type of obstacle object is automatically overcome according to ~~the~~ said output from the said particular one of the said plurality of operating portions.

2. (currently amended) A recording medium according to claim 1, ~~wherein said program~~ further comprising detecting a current state of ~~the~~said character object, ~~the obstacle~~ wherein said step of overcoming said at least one type of obstacle object ~~step~~ including executing an obstacle overcoming action corresponding to thesaid current state of thesaid character object.

3. (currently amended) A recording medium according to claim 2, ~~wherein the~~ further comprising: saving said obstacle overcoming action is saved as attribute data in correlatedion with ~~the~~said obstacle object, ~~and the~~ wherein said obstacle

overcoming action corresponding to ~~the~~ said current state of ~~the~~ said character object is predetermined in ~~the~~ said attribute data.

4. (currently amended) A recording medium according to claim 2, wherein ~~the~~ said current state of ~~the~~ said character object is ~~the~~ a current speed of movement of ~~the~~ said character object.

5. (currently amended) A recording medium according to claim 4, wherein ~~in the event the character object can mount and pass over the obstacle object, the~~ said obstacle overcoming action is at least one of: a jumping-over action when the said current speed of movement of ~~the~~ said character object is relatively fast, and the obstacle overcoming action is a scaling action when the said current speed of movement of ~~the~~ said character object is relatively slow.

6. (currently amended) A ~~program executing processing~~ system, comprising:

a program executing device for reading and executing operable to read a program stored in a recording medium, store said program in a storage device, and execute said program;

an operating a user-operated device connected to said program executing device and having a plurality of operating portions for outputting an respective operating requests by an operator said user to said program executing device; and

a display device having a screen for displaying an image output from said program executing device,

wherein said program executing device includes:

~~a storing unit storing said program read from said recording medium for causing a~~ is operable to cause said program executing device to perform steps, comprising:

recognizing said respective operating requests from said user-operated device, said requests being operable to cause a character object to actively overcome at least one type of obstacle object on said screen; and

causing said character object displayed on said screen of said display device to perform a predetermined actions associated with said respective operating requests such that said at least one type of obstacle object is automatically overcome. ~~output from said operating device, said program including automatically overcoming an obstacle object encountered by said character object on said screen by operating a particular one of said plurality of operating portions; and~~

~~an executing unit for reading and executing said program stored in said storing unit.~~

7. (currently amended) A program executing device which is connectable to ~~an operating a~~ user-operated device having a plurality of operating portions for outputting ~~an~~ respective operating requests by an operator said user, and to a display device having a screen for displaying an image, said program executing device comprising:

a storing unit ~~storing~~ operable to store a program for causing said program executing device to perform steps, including:

recognizing said respective operating requests from said user-operated device, said requests being operable to cause a

character object to actively overcome at least one type of obstacle object on said screen; and

causing saida character object displayed on the screen of the display device to perform a predetermined actions associated with said respective operating requests such that said at least one type of obstacle object is automatically overcome. ~~output from the operating device, said program including automatically overcoming an obstacle object encountered by said character object on the screen by operating a particular one of the plurality of operating portions; and~~

~~an executing unit for reading and executing said program stored in said storing unit.~~

8. (new) A recording medium according to claim 1, further comprising determining whether said character object encounters said obstacle object based on whether said obstacle object exists within a predetermined range along a line of view of said character object.

9. (new) A recording medium according to claim 1, further comprising determining whether said character object encounters said obstacle object based on whether said obstacle object exists within a predetermined range along a line of view of the character object and whether a perimeter range of said character object and a perimeter range of said obstacle object overlap.

10. (new) A processing system according to claim 6, wherein said program is operable to cause said program executing device to detect a current state of said character

object, where said step of overcoming said at least one type of obstacle object includes executing an obstacle overcoming action corresponding to said current state of said character object.

11. (new) A processing system according to claim 10, wherein said program is operable to cause said program executing device to save said obstacle overcoming action as attribute data in correlation with said obstacle object, wherein said obstacle overcoming action corresponding to said current state of said character object is predetermined in said attribute data.

Al 12. (new) A processing system according to claim 10, wherein said current state of said character object is a current speed of movement of said character object.

13. (new) A processing system according to claim 12, wherein said obstacle overcoming action is at least one of: a jumping-over action when said current speed of movement of said character object is relatively fast; and a scaling action when said current speed of movement of said character object is relatively slow.

14. (new) A processing system according to claim 6, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle based on whether said obstacle object exists within a predetermined range along line of view of said character object.

15. (new) A processing system according to claim 6, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle based on whether said obstacle object exists within a predetermined range along a line of view of the character object and whether a perimeter range of said character object and a perimeter range of said obstacle object overlap.

16. (new) A program executing device according to claim 7, wherein said program is operable to cause said program executing device to detect a current state of said character object, where said step of overcoming said at least one type of obstacle object includes executing an obstacle overcoming action corresponding to said current state of said character object.

17. (new) A program executing device according to claim 16, wherein said program is operable to cause said program executing device to save said obstacle overcoming action as attribute data in correlation with said obstacle object, where said obstacle overcoming action corresponding to said current state of said character object is predetermined in said attribute data.

18. (new) A program executing device according to claim 16, wherein said current state of said character object is a current speed of movement of said character object.

19. (new) A program executing device according to claim 18, wherein said obstacle overcoming action is at least

one of: a jumping-over action when said current speed of movement of said character object is relatively fast; and a scaling action when said current speed of movement of said character object is relatively slow.

20. (new) A program executing device according to claim 7, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle object based on whether said obstacle object exists within in a predetermined range along a line of view of said character object.

21. (new) A program executing device according to claim 7, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle object based on whether said obstacle object exists within a predetermined range along a line of view of the character object and whether a perimeter range of said character object and a perimeter range of said obstacle object overlap.

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